Course Manual Manual IDD 220

Fabbi Christian

Character design

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Fabbi Christian

class outline:

This class has the purpose to train the studentin the making of their own character concept, from scratch to a final rendering look through digital painting.

We will cover all the basic topics, from photostudies, to line art to style choice and final rendering. The student is required to have a basic knowledge of light and colors and figure drawing in order to attend this advance class, basic digital painting knowledge is also required.

Photo studies:
from movies screenshots
and photography

images from the artist and lecturer Fabbi Christian

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After doing photostudies and got familiar with the tools (brushes and medium) we will go on to freestyle sketching and basic lighting setting, in order to have a better idea of the ideal final result:

Freestyle sketching:

images from the artist and lecturer Fabbi Christian
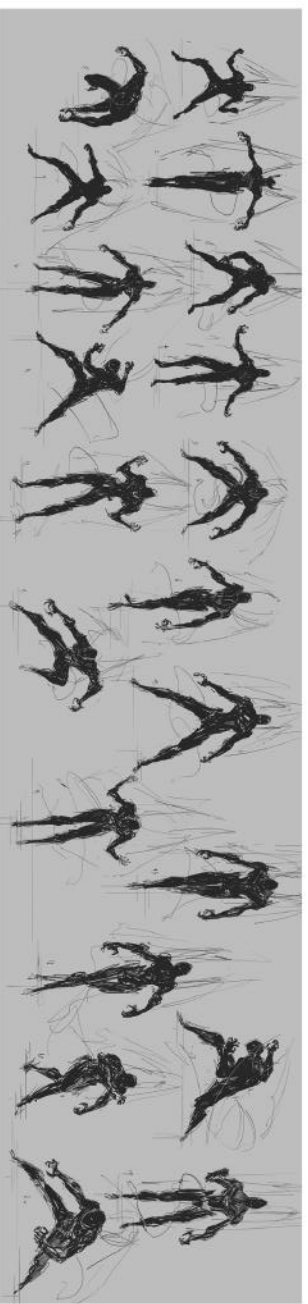
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class outline:

A greatly important step to take is through the use of silhouettes to determine the pose and overall mood of the character concept, we will spend time doing this exercise which is strictly related to gesture drawing in life drawing class:

Silhouettes sketching:

images from the artist and lecturer Fabbi Christian

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After we finalize the overall mood of the artwork we will proceed to the lineart phase, which allow us to define the design more in depth, pros, outfit, bodytype, and face expression will all come together through this process:

Lineart drawing:

images from the artist and lecturer Fabbi Christian

class outline:
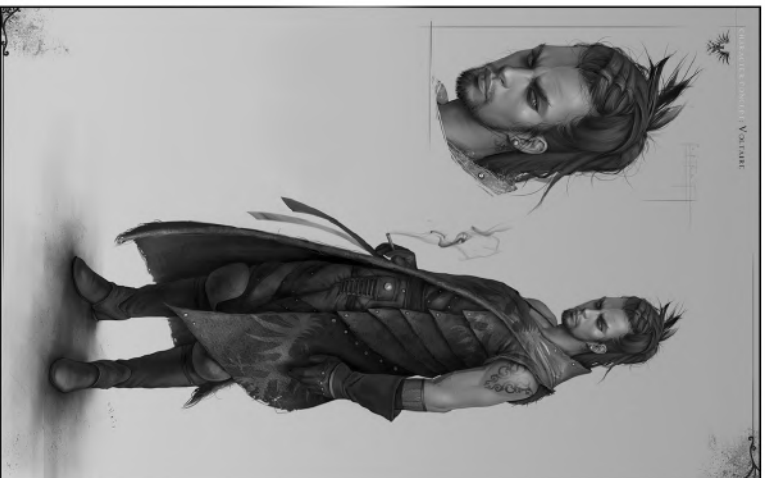
Lineart drawing:

images from the artist and lecturer Fabbi Christian

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Values painting (or black and white) iss an essential process that we have to master in order to paint a realistic subject, it is through this step that the establish the light and shadows and the base tone or value of all our elements:

values painting:

images from the artist and lecturer Fabbi Christian

**values
painting:**

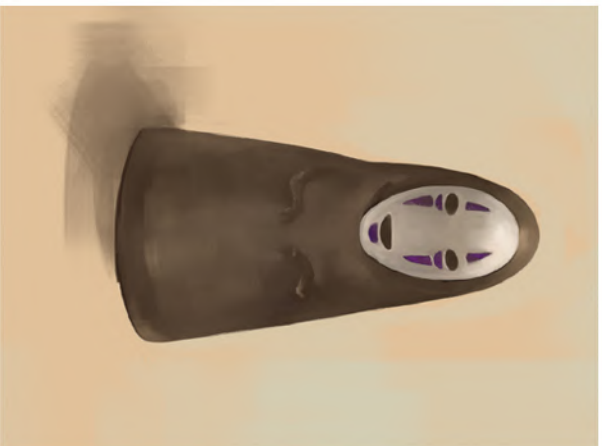images from the artist and lecturer Fabbi Christian

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Color choice is a foundamental step, we need to be able to make choices based on the mood of our subject and the world in which he/she is living, the best way to start and think about colors i find that is very quick studies of interesting color combinations that we find inspiring from photos or real objects, the whole purpose of this excercise is not to make a pretty and final image but just to understand the way that colors work combined to each others, so the painting has to be very rough and loose:

rough color studies:

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Detailing is essential in order to achive an appealing and realistic result, and the face is usually the focal point of any character, creature or whatever living subject e are trying to portray, that why is essential to work on the portrait of our subject:

characters portrait:

images from the artist and lecturer Fabbi Christian

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characters
portrait:

images from the artist and lecturer Fabbi Christian

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class outline:

Finally the whole creative process should look like this!

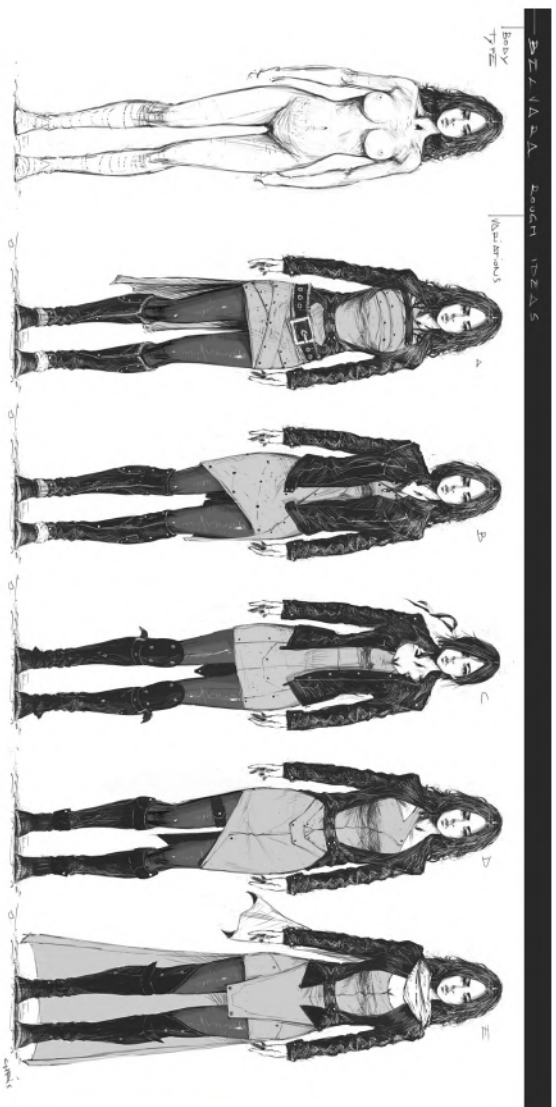images from the artist and lecturer Fabbi Christian

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class outline:

Finally the whole creative process
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images from the artist and lecturer Fabbi Christian

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class outline:

Last but not least we will
create a professional looking
character sheet presentation
as if we were presenting
to our client:

images from the artist and lecturer Fabbi Christian

IDD 220 Character Design (DIGITAL media) - CHARACTER DESIGN

Scoring based on assignments.

- scoring criteria:

COMPOSITION 1 point
STRUCTURE 2 points
LINE QUALITY/RENDER 2 points

Teaching schedule timeline:

Week:

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	Photo Study	Char. doodles	siluette	siluette	Line Art	Line Art	B/W values	B/W values	Color choices	Char. portrait	Props design	Color finishing	Presentation sheet	EXIT EXAM	
	action poses	**portrait choice**	**action poses**	**still poses**	**Datails**	**Details**	**Paint**	**Paint**	**Paint**	**Paint**	**Paint**	**Paint**	**Paint**	**Paint**	**Char. + props**
	Photo Study and style choice		Silhouette design using big shapes		Define the design and look of the character adding details		Basic black and white values rendering		Prepare color variations in different palette	paint final character portrait	paint final character props	Final character concept painted in colors	Final character concept professionally presented		